

DATABAR

COMMODORE

THE MONTHLY BAR CODE SOFTWARE MAGAZINE

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PREMIER ISSUE

More than \$75 worth
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INCLUDES EIGHT
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Non-Violent Games for All Ages

HOMEWARE

Answering Financial Questions

CLASSWARE

Make Learning Fun for Your Kids

HEALTHWARE

For Better Health

LEGALWARE

The Law and You

SCIENCEWARE

Solutions to Practical Problems

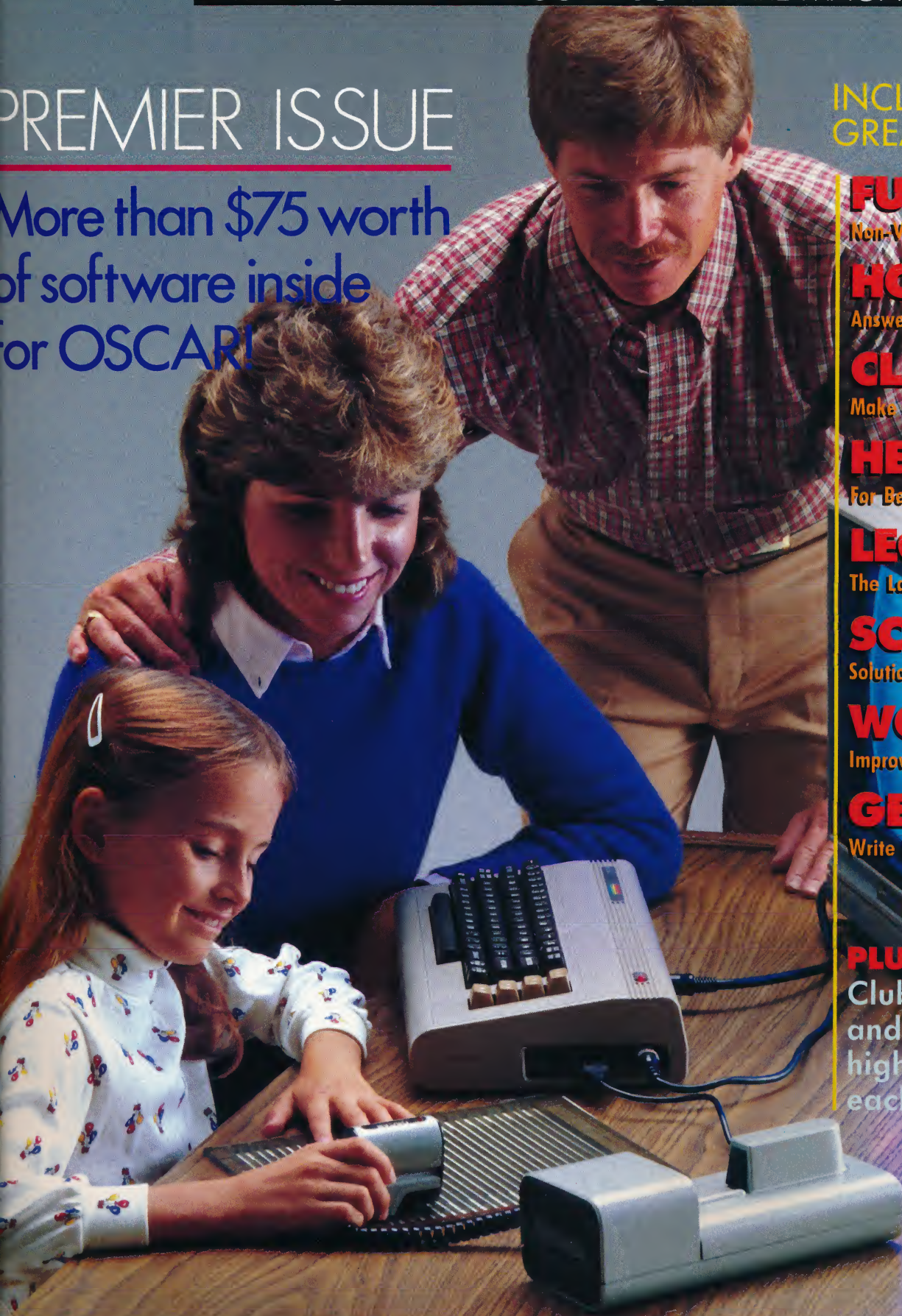
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GENWARE

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PLUS: The Databar
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each month.



F U N W A R E
FOR
COMMODORE

PROGRAM N^o.
09930001

OSCAR'S MATCH

**Find the pairs of numbers hidden
behind the computer's doors.**



OSCAR's Match, a game similar to Concentration[®], requires a sharp memory to pair the hidden numbers in the fewest possible turns. Everybody — kids and adults — can play, either solo or with 1 to 3 others.

Four skill levels give
you 6 to 24 doors to match.



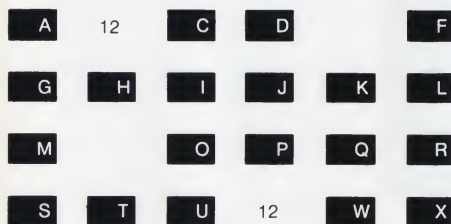
OSCAR'S MATCH

MEMORY IS A FUNNY THING

How often have you forgotten the punchline to a great joke you've just heard? Or worse, a joke you've already started telling someone?

How long can you remember a phone number you've just looked up? Long enough to walk across the room and dial it? Yet, you may not have trouble getting other numbers out of your head — much longer numbers like your Social Security number.

To researchers, human memory is still an enigma, but they have learned enough about memory to discover it works in different ways. They think there are two kinds of memory: short-term and long-term. Short-term memory holds detailed information that is only temporarily useful — phone numbers we look up, the location of our car in the parking lot or the time our flight leaves, for example. Since there's no reason to remember every little detail of daily life, our minds transfer only limited information out of short-term memory into long-term memory.



What Is OSCAR'S Match™?

The idea of *OSCAR'S Match™* is to match up two numbers hidden at random on the screen. The successful player is the one who can best remember where the numbers are hidden.

Each box on the screen has an identifying letter, and hidden behind each box is a number. That same number will be behind some other box, too. Turn over any two boxes on the screen. If the numbers match, you

score a point. If they don't match, the boxes snap shut, and you'll have to try to remember what numbers were in these two locations (and the others you've seen) until your next turn. The game ends when all numbers have been matched. The player with the most matches is the winner.

You also can play *OSCAR'S Match™* by yourself. Try to complete the game in the fewest possible turns.

Techniques to Play the Game

Here are two techniques for improving short-term memory to try, pattern rehearsal and association:

In the first, memorize numbers that are in a pattern, such as the four corners. Also, look for odd or even numbers in a row, or remember several numbers as one large number. For example, if you've seen 4, 7 and 6 in a row, remembering the number 476 may be easier than trying to remember the three separate digits.

In association, link numbers and their letters with easily remembered words and symbols. For example, A-1 is a steak sauce; B-12 is a vitamin; C3 is part of a Star Wars character's name; B4 sounds like the word before.

OSCAR'S Memory Practice

Here's a little practice exercise for playing *OSCAR'S Match™*. Read the paragraph below once through, trying to lock the important facts into your short-term memory. Then answer the 10 questions right away, jotting the answers on a piece of paper. Don't look back at the paragraph while you're answering the questions.

Bob and Betty went to Brian's house last Thursday to play chess. Bob watched while the other two played. After only 5 moves, Brian's dog Checkers knocked the pieces all over the kitchen floor. Betty was angry because she was two pieces ahead. Later, all three friends went to Bob's house, which was six blocks

away. Bob's dad, Chuck, was in the den reading a book on baseball, while their cat Charly slept by the four glasses on the brown table. Ben, Chuck's other son, was playing checkers with his sister Beth. Ben just turned 11 and Beth is 2 years older, which makes her the same age as Brian.

1. Name the three people who were first mentioned.
2. Where was the chess game played?
3. Who was ahead when the chess game was knocked over?
4. How old is Beth?
5. How many glasses are on the brown table?
6. What's the name of the dog?
7. What day is it?
8. How many people have names that start with B?
9. What was Chuck doing?
10. How many blocks is it between the two houses mentioned?

(Check answers below.)

Program Instructions

- Load *OSCAR'S Match™* into your computer with OSCAR. Then type "RUN." (Refer to your User's Manual if you have difficulties.)
- Press 1, 2, 3 or 4 to indicate the number of players.
- Select a skill level — 1 is the easiest, 4 the hardest.
- For each turn, type one of the letters appearing on a box. Examine the number hidden behind the box and choose a second box. If the number hidden behind the second box matches the first, you get a point and another turn.
- You keep your turn as long as you keep getting points. One wrong guess, though, and it's the next player's turn. The asterisk above the scoreboard indicates whose turn it is.
- When *OSCAR'S Match™* is over, the computer will ask if you want to play again. Press "Y" (Yes), or "N" (No).

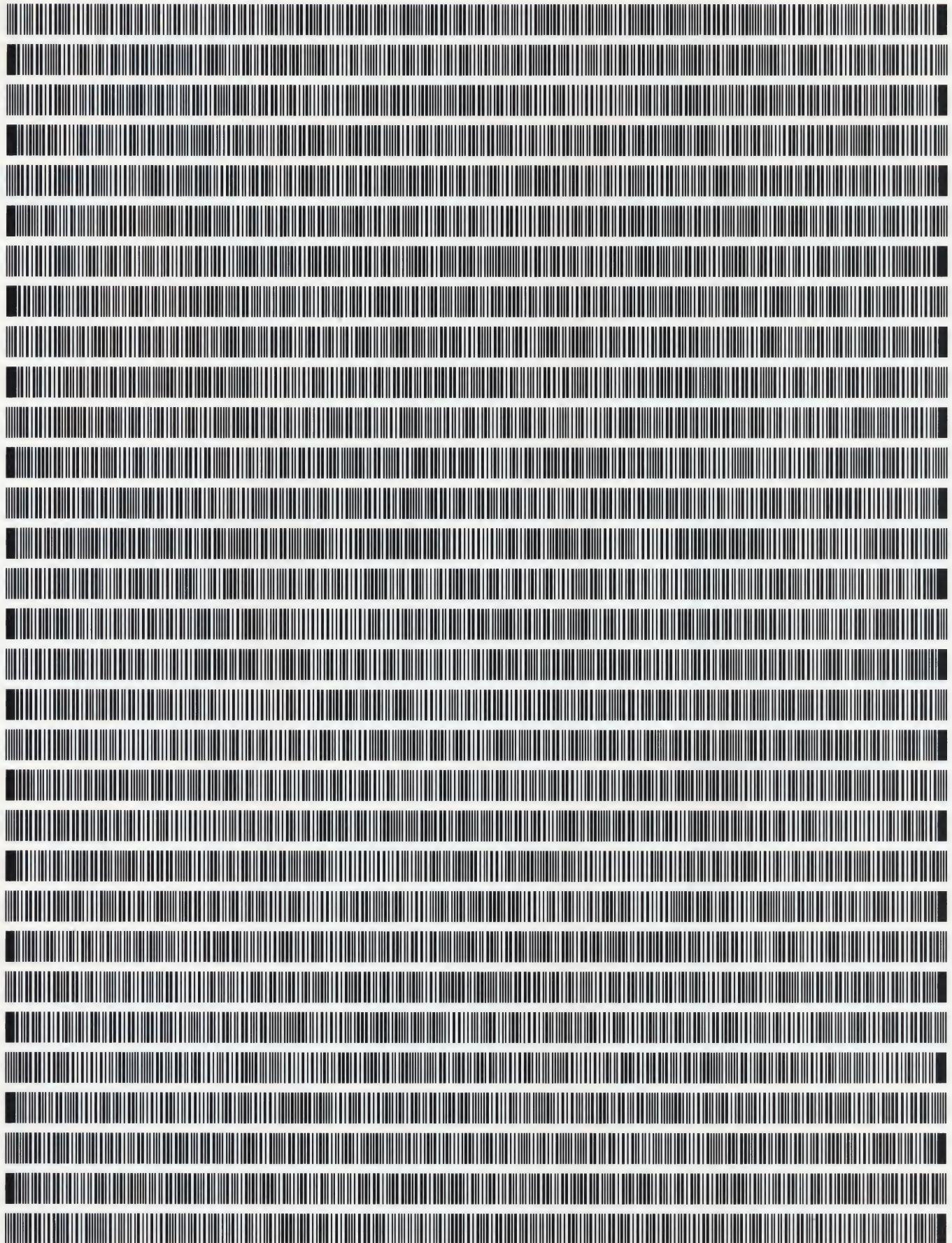
- Here are the answers:
1. Bob, Betty and Brian
 2. Brian's
 3. Betty
 4. 13
 5. 4
 6. Checkers
 7. Thursday
 8. 5
 9. Reading a book on baseball
 10. 6

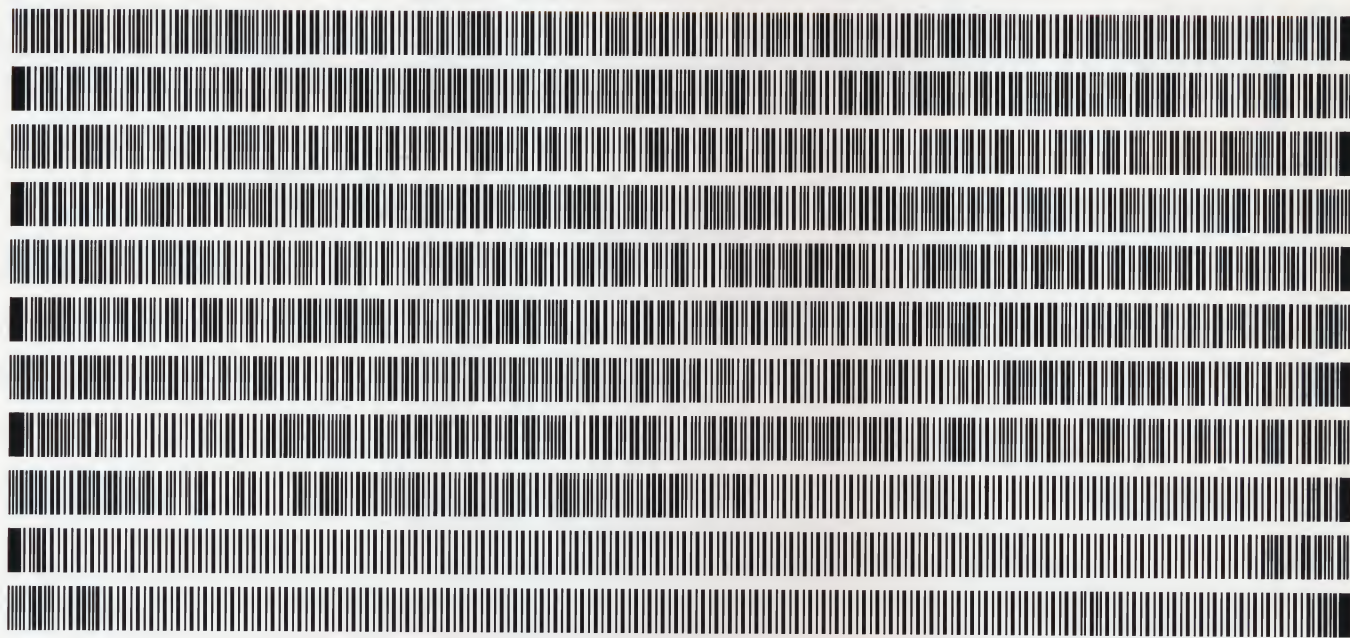


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VIC 20®,
64, PET BASIC 3.0 4.0

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H O M E W A R E

FOR
COMMODORE

PROGRAM N°.
09960001

FINANCIAL QUIZ

**OSCAR checks the pulse
of your pocketbook.**



Are your family's funds slipping away? OSCAR rates you on how you're currently handling financial matters. Use the quiz for clues to how you can improve your money management skills.



H O M E W A R E

FINANCIAL QUIZ

QUESTIONS FOR THE FUTURE

As a departure from the normal way of using Databar software, temporarily skip the article that follows. Go right to the Program Instructions after reading this paragraph and load the program into your computer. Why are we asking you to do this? We want you to use your current knowledge in answering the quick quiz. Answer it honestly and then read the article, where we tell you about the process you've just gone through and suggest some other ways to use the program.

What Just Happened?

By running the *Financial Quiz*™ program, you've just glimpsed at many of the vital concepts in smart home money management. You've had to make quick decisions on whether you're currently practicing the concepts or not. The importance of this first exposure to the program is your introduction to the two-tier structure of money management. On one level are the hypothetical **financial planning principles**; one example would be: reduce tax burden. On the second level are the practical applications of those principles, or **modern management techniques**; examples of techniques to reduce tax burden are: investing in tax shelters or using an IRA account. Poor money management often involves using a technique without considering the principles.

Here are the concepts presented in the *Financial Quiz*™.

Financial Plan. If your financial plan is in your head, it doesn't count. Although planning is not a time-consuming task, it is one that demands a written record, either on paper or the computer.

Household Budget. Like a financial plan, a household budget is a task that teaches discipline in money management. A household budget will help you see what areas you're spending too

much money on, letting you reset priorities and, if you need help, find better ways of making sure the books balance each month.

Current Net Worth. Calculating your net worth is a relatively simple task that should be done on paper or the computer. The most logical time to revise your net worth is when you are doing the other two discipline tasks above.

Money Market Accounts. This is a Modern Management Technique essential to today's financial climate. The Money Market Account has become a basic investment, offered by banks, brokerage houses and mutual fund companies, because it has the liquidity and safety of a savings account, yet carries a higher rate of return than traditional savings programs.

Life Insurance. The principle behind the technique of insuring your family is basic protection against the unknown. Many families underestimate the coverage they need. Also, many families fail to find the most cost-efficient coverage. Future *Homeware*™ programs will help you evaluate your life-insurance needs.

IRA's. Two principles boost the importance of this relatively new management technique: preparing for retirement and deferring and reducing taxes.

Disability Insurance. Like life insurance, the principle behind this technique is preparing for the unknown. A disabling accident can be as devastating to a family's finances as a death in the family. This technique is the one that can protect you and family members. Of course, most of us are covered under our employer's disability plans, but unfortunately, the coverage isn't enough to take care of us should we be disabled for life. You may want to consider an individual policy.

Monthly Savings Program. To put it simply, it's tough to increase your

net worth without putting aside a set amount of funds each month for the future. Just as important is where you invest these funds.

Current Will. This is another technique of the principle of planning for the unknown. Other principles involved include establishing guardians for children and reducing estate taxes.

Setting aside time each week. Finally, we ask the crucial question: Are you including money management in your busy schedule?

What Now?

It's time to play "what if" with the *Financial Quiz*™. Run the program again and begin changing answers to indicate which steps you may take in the future. See how these changes affect the outcome of the program. One excellent way to begin teaching children about money is to ask them to run the quiz.

Program Instructions

■ Load the program into your computer with OSCAR. Then type "RUN." (Refer to your User's Manual if you have difficulties.)

■ Answer each question with a "Y" (yes) or a "N" (no).

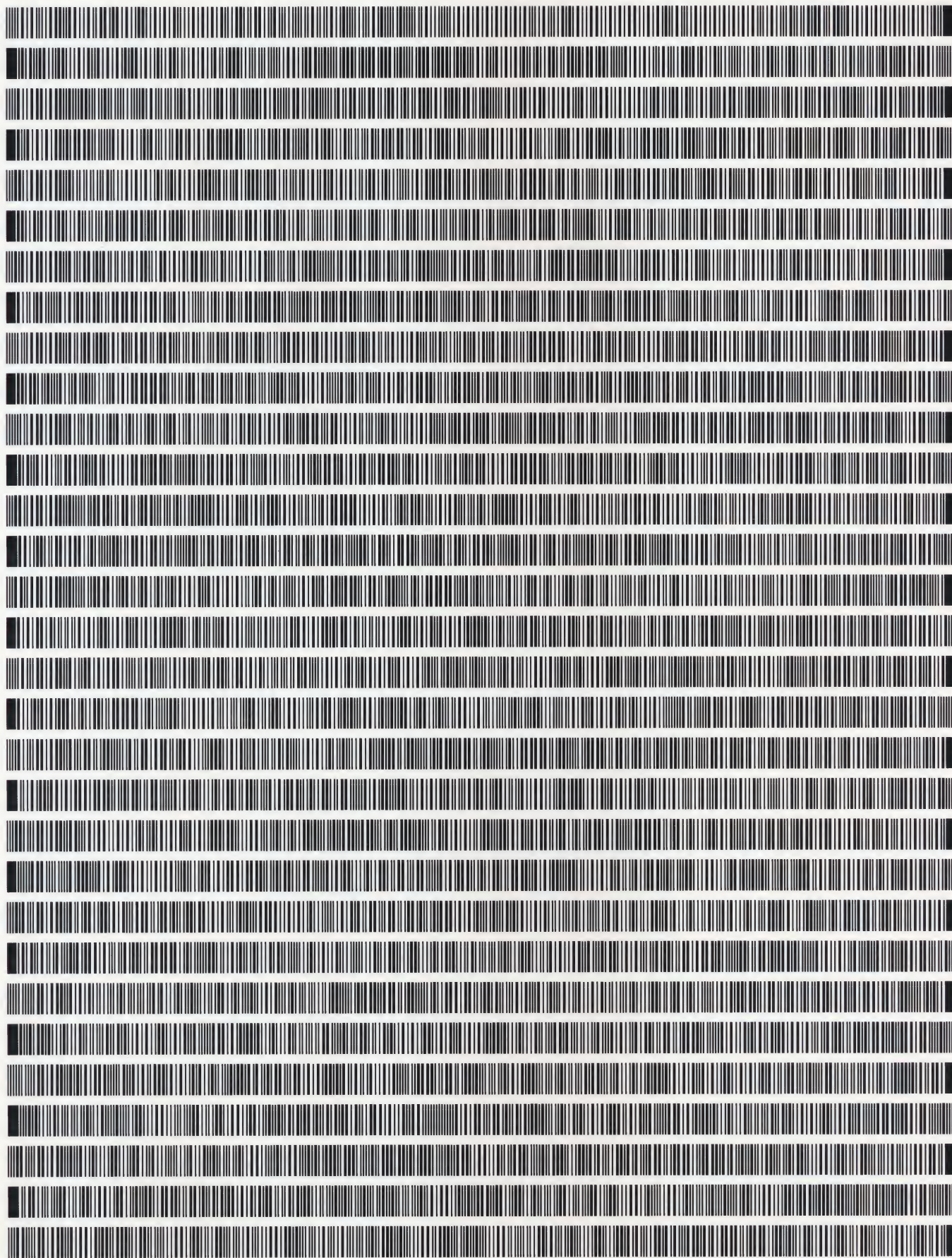
■ Press any key to find out your basic financial planning savvy when the computer says, "LET'S CHECK THE RESULTS."

■ Press any key again to get the verdict on your modern money management techniques.

■ Press any key again for an evaluation of your general financial health.

■ Decide whether you want to retake the quiz. See how changing one answer can change your rating. To continue, push "Y;" otherwise, push "N."

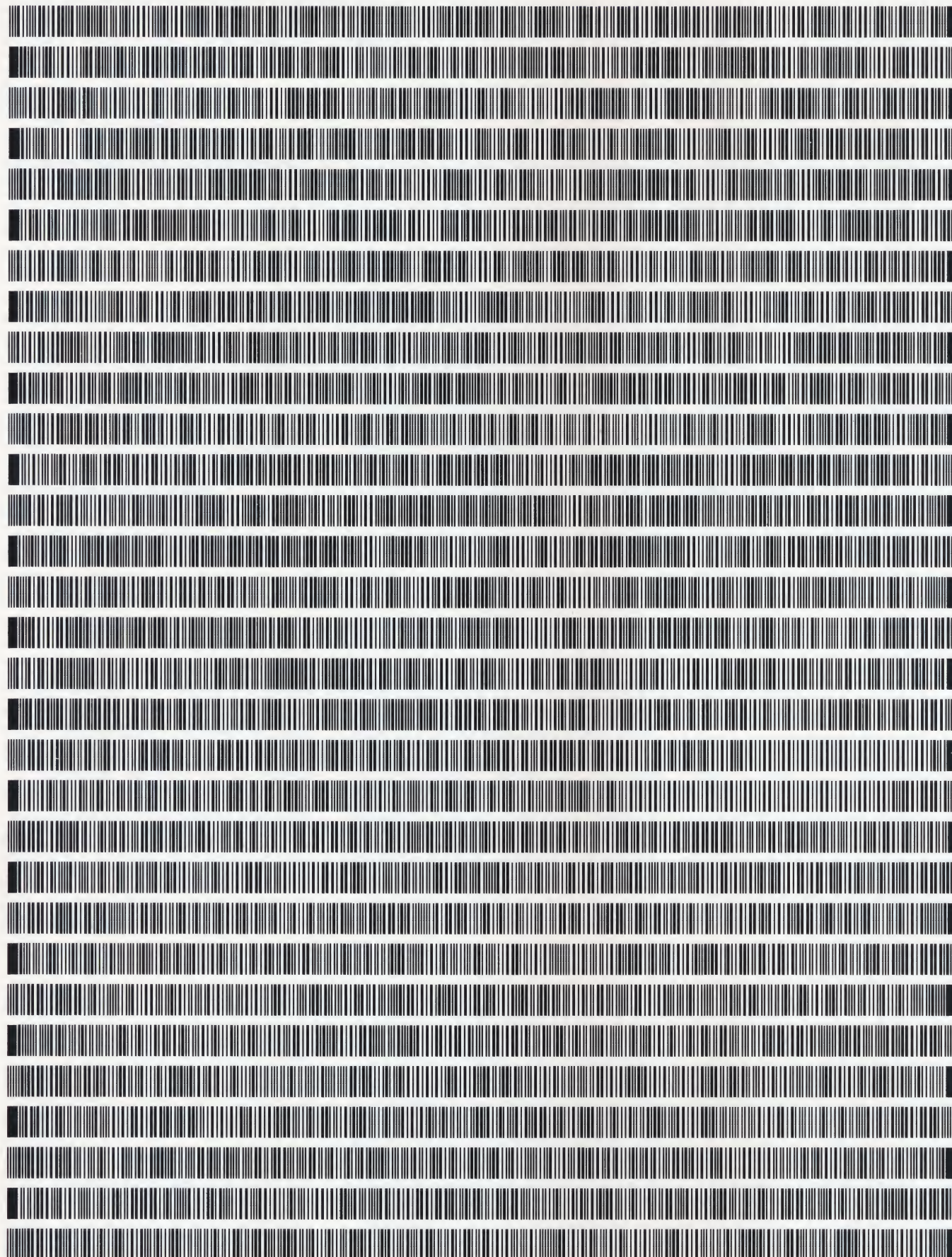
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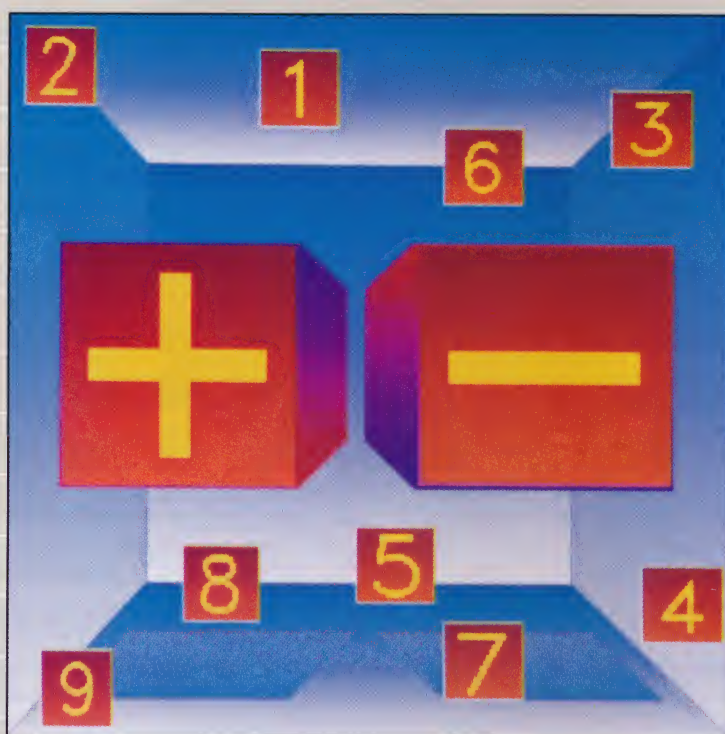
Practice breaking down sentences.

DATABAR

10202 Crosstown Circle, Eden Prairie, MN 55344

MATH
CHALLENGE 1

**Pit your mathematical skills against
the computer or a friend.**



Math Challenge 1 — a game for kids in grades one to four — flashes addition and subtraction problems in three skill levels on the computer. The first one to answer gets the points — if the answer's right. Competitive fun and learning.



MATH CHALLENGE 1

SHARPENING THE MIND FOR MATH

Even though computers and calculators today do much of the math we used to do ourselves, we still need to do numbers in our heads. The skill of figuring simple math problems without pencil, paper or keyboard is important to doing well in school and out of school.

Of course, even when we're using paper or a calculator to do math, figuring in our heads is essential to speeding the process. For instance, you have a list of more than 100 single-digit numbers to add up with a calculator. To do the task quickly, you can scan the list, adding groups together and entering the totals in the calculator. If you spot two 4s and two 6s in a row, you can add these to 20 in your head and then enter a 20 in the calculator.

To Parents:

Math Challenge 1™, the first activity in the *Classware™* series, is a fast-moving fun numbers game. Because of its three skill levels (single, single/double and double/double digit problems), children can use this program for developing their skills as the new skills are introduced in school. Playing alone or against each other, children will learn to quickly add and subtract in their heads at level one, then progress to more difficult problems in levels two and three. Play *Math Challenge 1™* with your kids and you'll develop some mental nimbleness, too.

Since the problems that the players are asked to solve in *Math Challenge 1™* change at random, you can set up the program as a 10- or 15-minute daily drill without boring your child with repetition. Of course, you may need to first explain the addition and subtraction tables he or she will need to know. You may also need to introduce the concept of *places* — 10s, 100s — and of

carrying numbers for the upper skill level.

Use *Math Challenge 1™* for children 6 or older — old enough to grasp the concepts of addition and subtraction and their practical uses. After your child gains confidence in math skills using level one, encourage him or her to master the problems offered in the next two levels.

To use *Math Challenge 1™* as a game for two youngsters, let your child invite a friend over to play, and subtly supervise the game to make sure the kids are playing it correctly and learning from it. Throughout the game, encourage both players, giving them learning tips as they play. Children learn better when you make learning fun for them.

To enhance the skill-building in math that *Math Challenge 1™* provides, look for other opportunities to test your child in a fun manner. When you're in the car with the youngster, ask him or her to quickly add the sums of numbers on road signs or billboards. At the breakfast table, ask your child to add the numbers on the nutrition charts on cereal packages. In the grocery store aisle, ask the youngster to total two product prices or subtract two to find the savings.

To Math Challenge 1™ Players:

Get ready to see how well you can add and subtract. Decide which player is number 1 and which player is 0. If you are Player 1, you will hold your finger above the 1 key, near enough so you can push it quickly when you know the answer. Player 0 will push the 0 key when he knows the answer. Whenever a new problem appears on the screen, the first player to push his key gets to tell the computer the answer. A correct answer wins a player two points:

Don't be too quick to answer! Make sure you know the right answer before pressing your key, then wait for the

computer to ask for the answer before typing it in. You may need to use pencil and paper to solve Level Three problems before answering the problems on the computer. A wrong answer counts against you and adds another point to your opponent's score.

If you are playing alone, using *Math Challenge 1™* as a drill, you can use either the 1 or 0 key — but don't use both.

There are 10 problems in each round. You choose the number of rounds for a game. The computer will tell you when each round ends, and you have the choice of continuing to pile up the score with a new round, starting a new game, proceeding to the next skill level, or ending the game. If you want to change the kind of problems you're doing — from addition to subtraction, for instance — you must start a new game and make a new selection.

The computer will keep score for you, by the way. You don't have to do it in your head.

Program Instructions

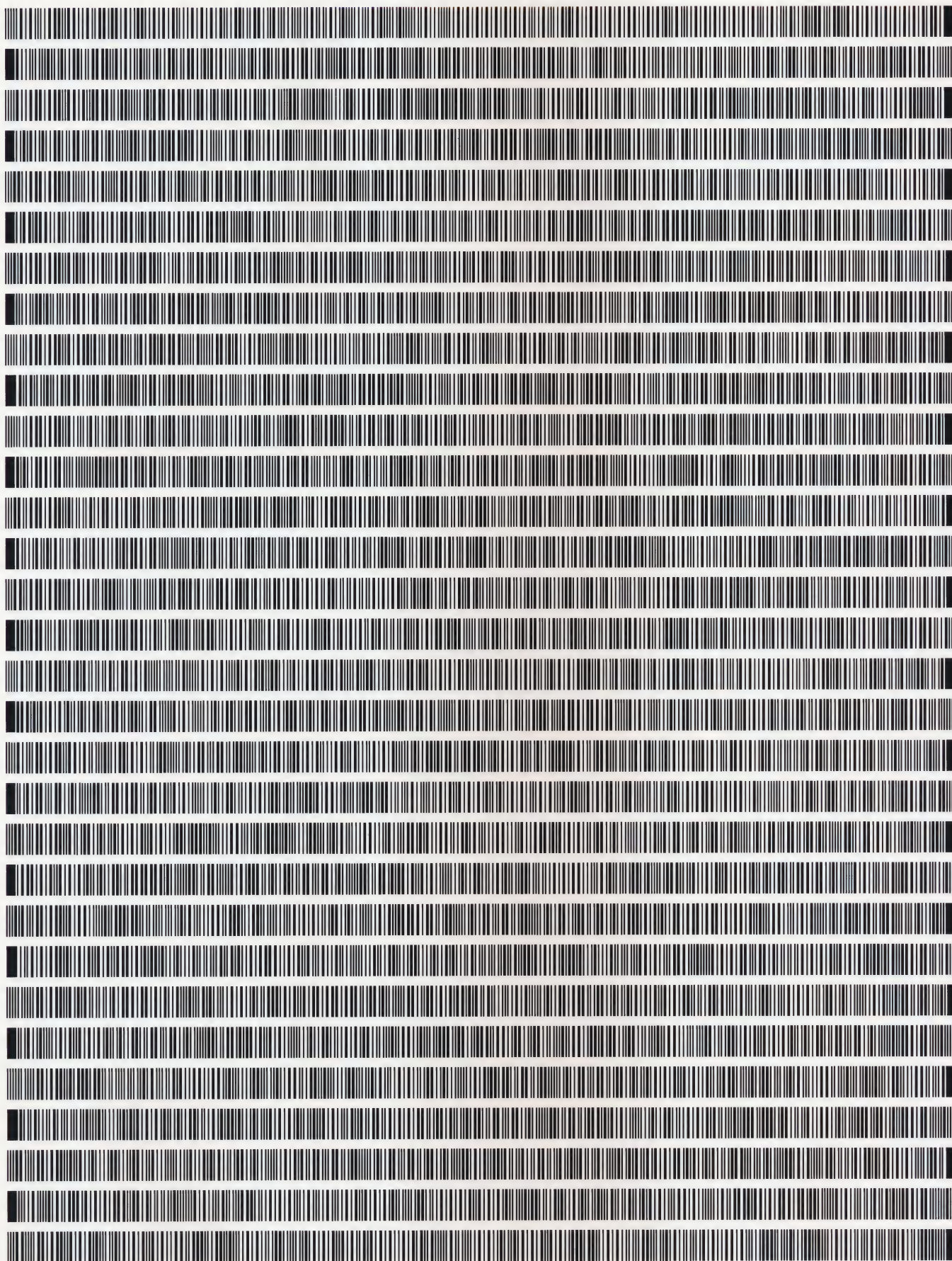
- Load the program into your computer with OSCAR. Then type "RUN." (Refer to your User's Manual if you have difficulties.)

- Choose the kind of problem you want to solve — addition, subtraction or a mixture of both kinds. Then select the skill level — single digit, single/double digit or double/double digit problems. The game begins automatically.

- Quickly press your key when you think you know the answer to the first problem. The first player to press the key gets to play.

- Type in your answer when the screen says, "ANSWER NOW!" Do it without delay to win two points, for if you wait too long the computer awards your opponent a free point. Watch carefully! The computer will not accept your answer before it asks for it, even if you type the right keys.

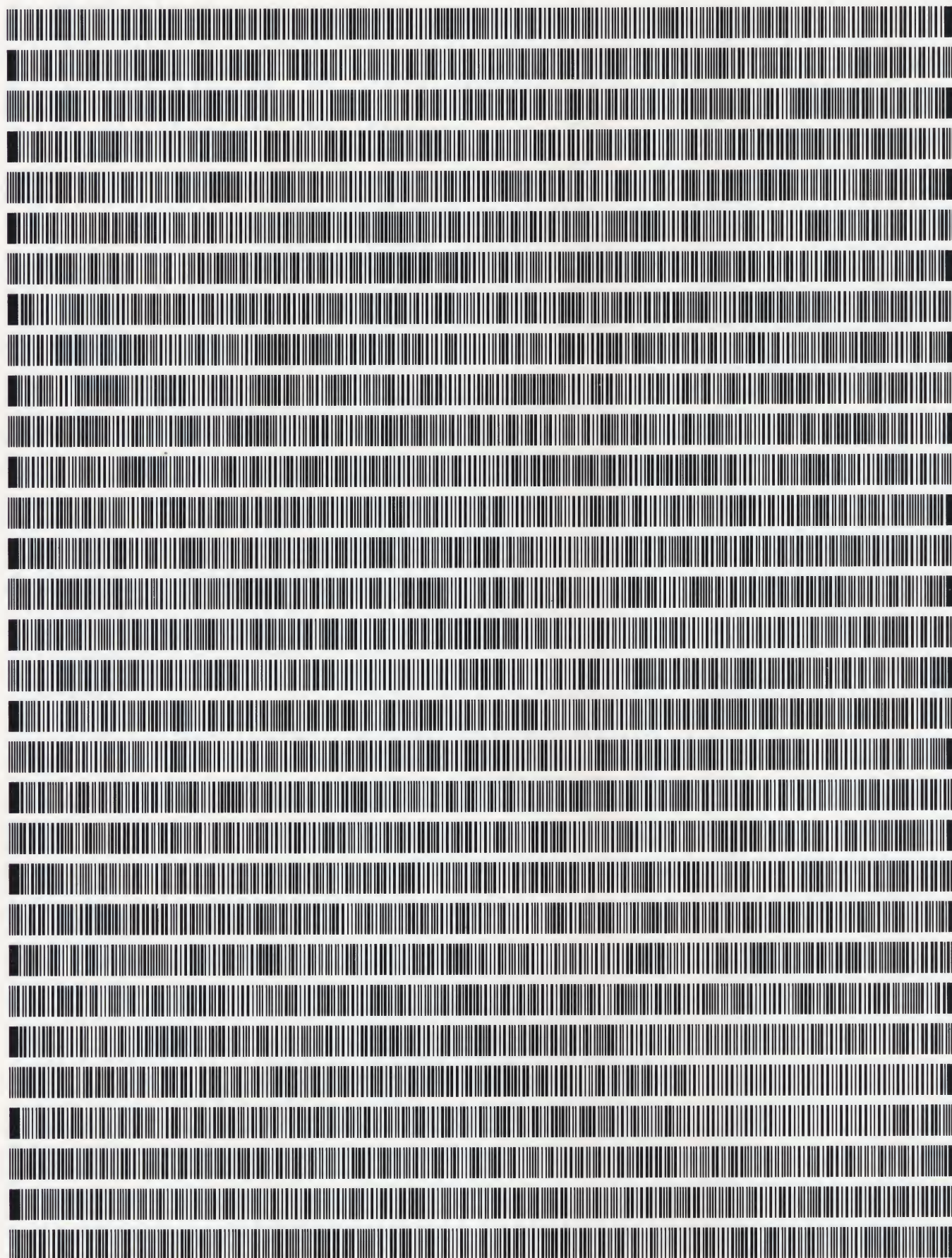
- Type "Y" (yes) at the end of each round to continue the game and keep the score mounting. Type "N" (no) to halt the game.



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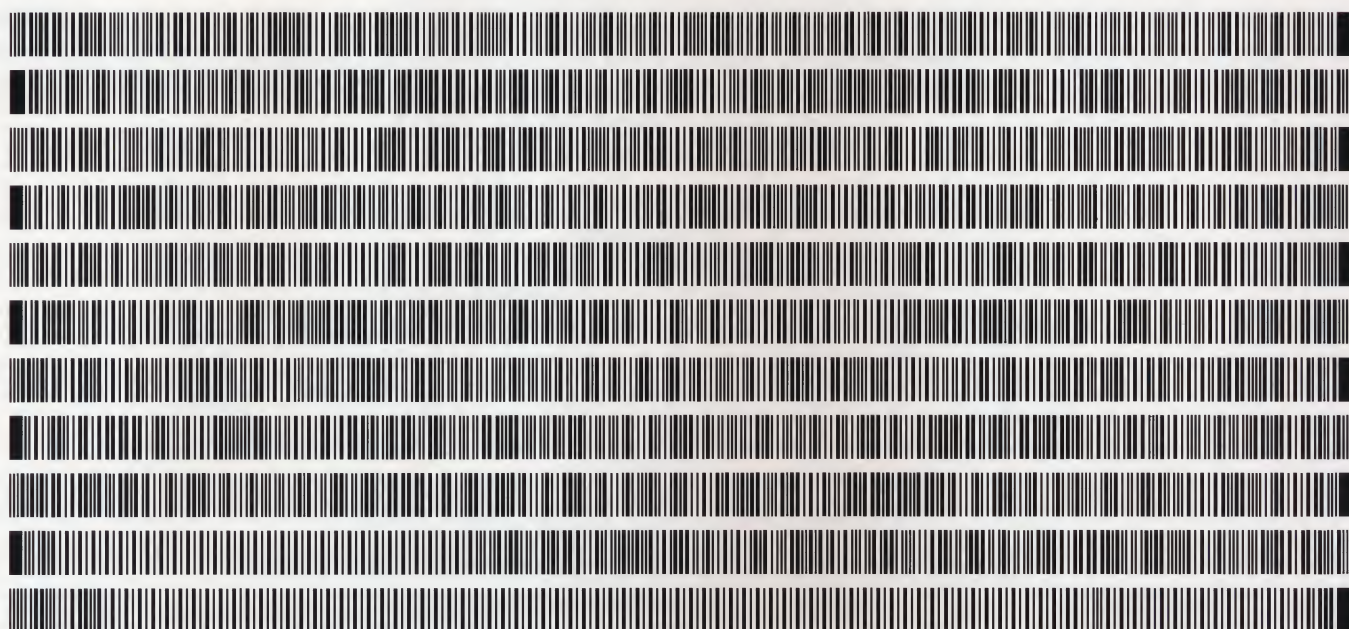
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HEALTHWARE

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HEALTH ASSESSMENT

**How are your current health
practices affecting your life expectancy?**



Answer the crucial questions for building a healthy life-style. Can you and your family add to your life expectancies with new health habits?



HEALTH ASSESSMENT

LIVING LONGER

How we live almost always determines how long we live. A mountain of statistics bears that out.

According to the statisticians, the average length of life today is 73 years. Compare this to only 47 years, the average at the turn of this century. We've added 26 years to the average since 1900 by arresting many infectious or acute diseases like polio, smallpox and tetanus, and by other means.

Will we add another 26 years to the average by 2060? Researchers think not. Even though there are chronic diseases like cancer and heart disease that may be less and less prevalent in the future, the impact of this on the average length of life for all of us probably will not be dramatic. Why? Because the nature of the human body is such that our cells will only regenerate so many times, and we are approaching the maximum fixed average length of life now.

So how do we alter our own course to insure we get the maximum length of life our bodies will give us? The obvious answer is to alter the way we live. Consider this: One recent study indicates that 78 percent of the nation's hospital patients could have stayed home if they'd followed better health practices. Another study, this one in Massachusetts, indicates that 43 percent of us eat too much, 33 percent still smoke, 28 percent don't exercise at all, and 12 percent misuse alcohol.

With this *Health Assessment*™ you can evaluate your own health behavior and how it affects your potential for long life.

Health Assessment™ is based on a 1973 study by Nedra Belloc and her colleagues at the Human Population Laboratory of the California State Department of Public Health. Belloc and colleagues identified seven health habits that influence our chances of living a long, healthy life. They included:

sleeping seven to eight hours a night; eating a full breakfast each day; limiting between-meal eating; maintaining ideal weight; scheduling regular exercise periods each week; limiting alcohol consumption to two drinks a day; and not smoking.

Health Assessment™ lets you make use of one of the strongest features of your home computer — the ability to

Desirable Weights (Medium Frame)

Desirable weights for men 25 years of age and over*

Height with shoes on (1-inch heels)

Feet	Inches	5% Under	Median Weight	20% Over
5	2	117	124	148
5	3	121	127	152
5	4	124	130	156
5	5	126	133	160
5	6	130	137	164
5	7	133	141	169
5	8	138	145	174
5	9	142	149	179
5	10	145	153	184
5	11	150	158	189
6	0	154	162	194
6	1	158	167	200
6	2	162	171	205
6	3	167	176	211
6	4	172	181	217

Desirable weights for women 25 years of age and over*

Height with shoes on (2-inch heels)

Feet	Inches	5% Under	Median Weight	20% Over
4	10	96	102	122
4	11	99	104	125
5	0	102	107	128
5	1	105	110	132
5	2	107	113	136
5	3	110	116	139
5	4	114	120	143
5	5	117	123	148
5	6	121	128	153
5	7	125	132	158
5	8	129	136	163
5	9	133	140	167
5	10	136	144	172
5	11	140	148	177
6	0	144	152	182

*Weight in pounds (in indoor clothing)

play "what if" games. Once you've run the program, run the questions again and change one of your health habits to see how this affects your life span.

Here are the habits that may have the greatest impact on your results.

Smoking: In our quiz, answer yes to the question, "Do you smoke?" if you smoke one or more cigarettes a day.

Exercise: In our quiz, we consider "regular exercise" to be activities you engage in several times a week.

Sleeping: In the Belloc study, men who slept eight hours a night did better than those sleeping less. Women who slept seven hours a night did best, but sleeping a little less wasn't as bad for women as for men.

Program Instructions

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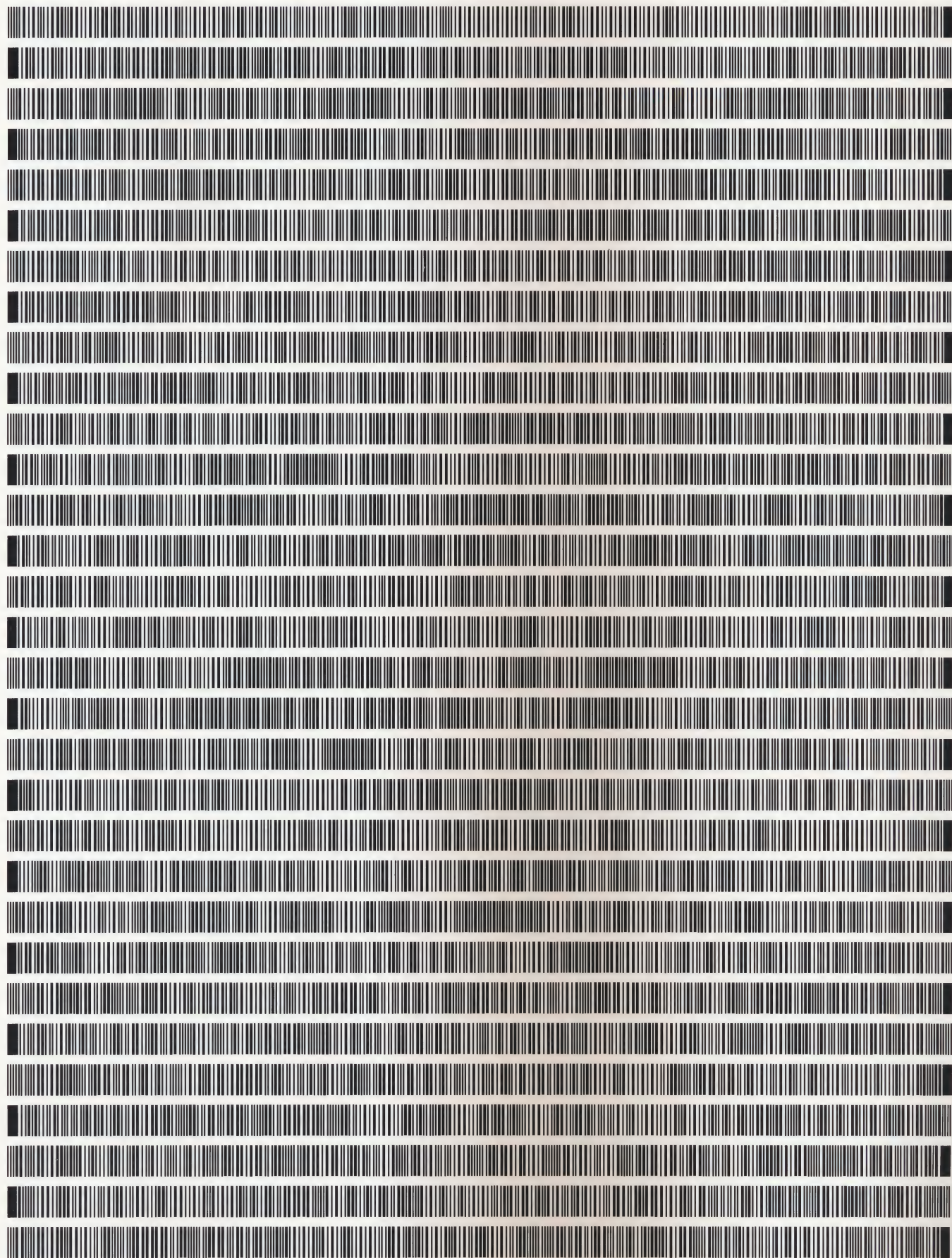
- Indicate your sex by entering "M" or "F".
- Answer questions by pressing "Y" (yes) or "N" (no).

- Use the accompanying tables when the computer asks about your weight.

- Run the program again after the computer has figured out how much your lifestyle has stretched (or shrunk) your life expectancy. Simply change one answer to see how any single factor can affect you.

Databar Magazine wishes to thank Nedra Belloc, *The Journal of Preventive Medicine* and Academic Press, Inc., for their support in preparing *Health Assessment*™. Our thanks also to Metropolitan Life Insurance Co. for the use of its weight tables.

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L E G A L W A R E

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PROGRAM N°.
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THE LAW AND YOU

**A look at how laws
affect your daily activities.**



What kinds of law come into play when you drive to work or school and park your car? OSCAR has a quick quiz to help you examine these activities and others to find out.



THE LAW AND YOU

LOOKING THROUGH A MAGIC MIRROR

Rule by a written set of laws, agreed to by those governed, has always been one of the things that distinguishes civilized people from contemporary barbarians.

Chief Justice Oliver Wendell Holmes likened our body of laws to "a magic mirror, wherein we see reflected not only our own lives but the lives of all men that have been."

In America, the law pervades our lives — we are born, educated, mated and put to rest according to laws. Yet most of us know so little about the law. Our "legal training" usually comes from Perry Mason television reruns and the newspapers' crime-and-punishment beat.

Nevertheless, we *must* know something about the law, just to survive. As one legal expert said, "Law is the one subject that interacts in everyone's life, every day of life, and even after death."

Legalware™ and the Law

Legalware™ is designed to provide the needed practical information about the law and how to use it. *Legalware™* programs let you briefly examine specific areas of the law. The quick and easy activities of the programs will help you develop your understanding of the law and your skills in dealing with it every day. Further, *Legalware™* may challenge your attitudes and feelings about the law.

For example, one case study that will appear in *Legalware™* will explain how a confession to a crime may, in some cases, be ignored by the court, thus letting a defendant go free even though he has admitted guilt. *Legalware™* will provide challenging information and exercises on topics such as this so you can become informed enough to participate in your government and understand the meanings of justice and equality.

How Laws Affect You

For this first installment of the *Legalware™* series, called *The Law and You*, let's examine the differences between criminal law and civil law.

Generally, criminal law regulates the conduct of an individual and provides punishment for non-conformance. That punishment can be a fine, jail or both. In a criminal complaint, it will always be "The People (or The State) versus (somebody)," which means the state or federal government is the complainant, or as lawyers say, the prosecutor.

In civil law, it's almost always "(Somebody) versus (Somebody Else)." That is, civil law deals with relationships among individuals. As used here, individuals *can* be companies or even governmental bodies.

Generally, civil laws either can compensate individuals for harm from others or protect from harm. Compensations from civil law cases are called damages. Civil law cases that protect result in orders, either an order to do something or an order that forbids something. For example, the civil law of contracts may order a person to follow through on an agreement. In addition, some contract laws may order the person to pay damages. It's also important to know that no one can be sent to jail for a violation of civil law.

Sometimes a situation can involve both criminal and civil law. In a fraud case, for example, you can sue the perpetrator to recover any money you've lost (civil law), *and* you can file a complaint with the appropriate authorities to have them take action against the person (criminal law). For example, a person who drives a car while under the influence of alcohol can face both a criminal consequence (loss of liberty and a fine) and a civil consequence (damages) for the injuries to person and property that may have occurred.

Other Rules

Aside from formal laws adopted by governments, there are other rules we must live by — rules laid down by parents, employers, regulatory bodies and the like. Not real "laws," but just as important.

Try *The Law and You* to determine whether you understand the differences and to look at some of the kinds of laws that have an impact on your home, your family and all your daily activities.

Program Instructions

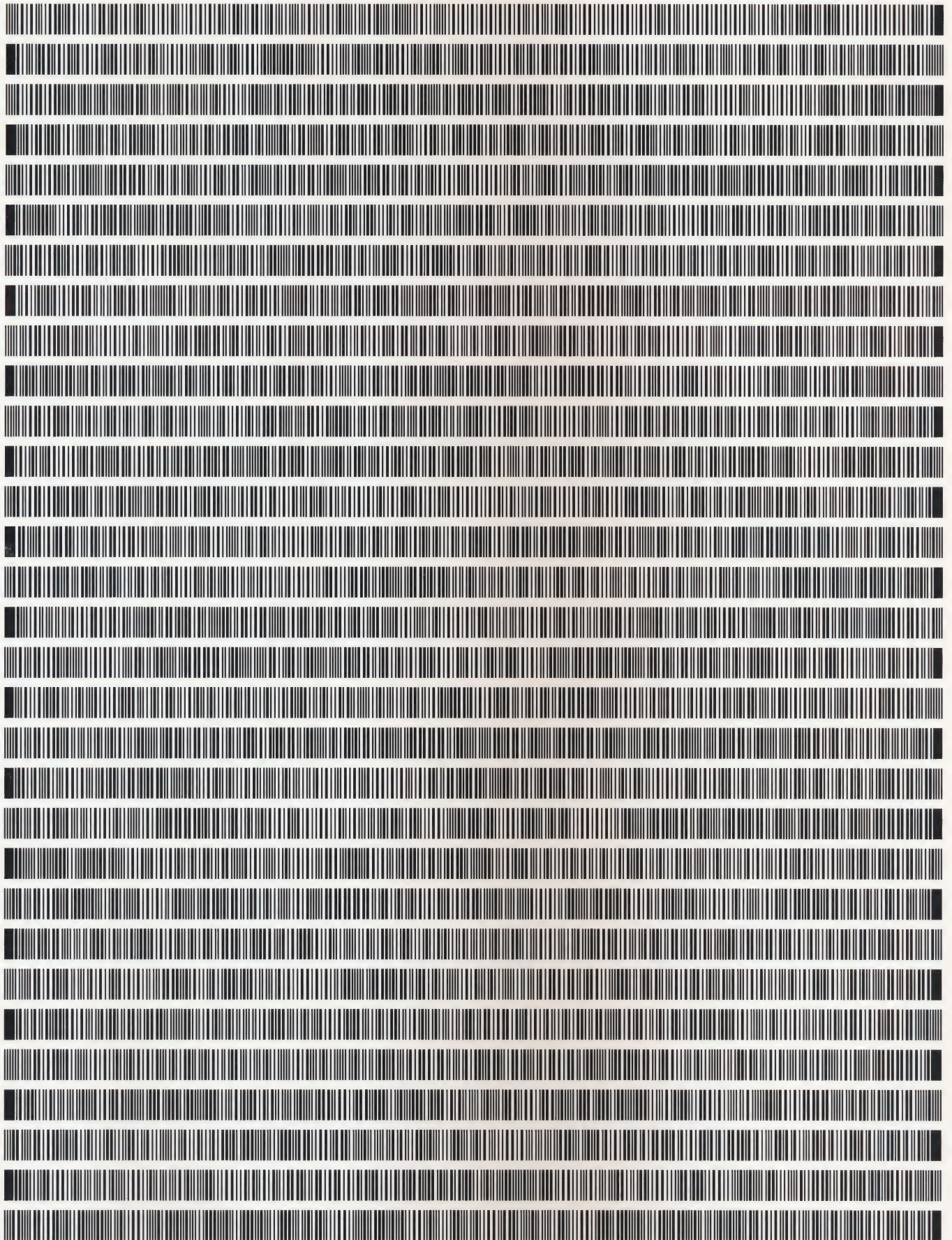
- Load the program into your computer with OSCAR. Then type "RUN." (Refer to your User's Manual if you have difficulties.)

- Type your name, hit RETURN or ENTER.

- Read the first daily activity and the law involved, and decide what kind of law it is. If you're right, a second law for the activity will appear. Again, choose the proper law. If you are incorrect with any choice, the computer will tell you to TRY AGAIN.

- After the final question, type "Y" (yes) if you want to review the activities and laws once more, "N" (no) if you don't.

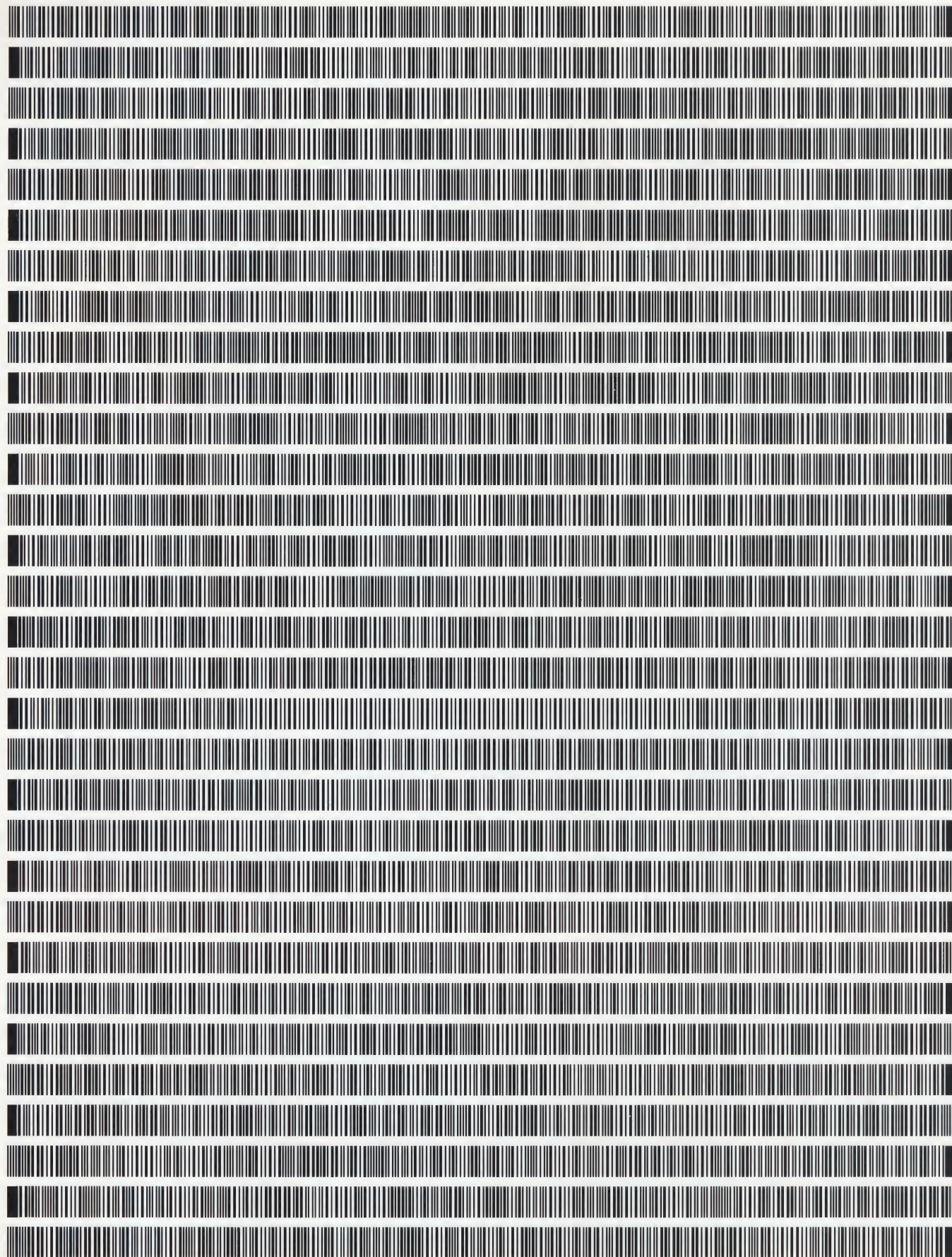
This publication is designed to provide accurate and authoritative information in regard to the subject covered. It is sold with the understanding that neither the publisher nor the author is engaged in rendering legal or other professional advice. If legal or other professional advice is required, the services of a competent professional person should be sought. (Paraphrased from a Declaration of Principles jointly adopted by a Committee of the American Bar Association and a Committee of Publishers and Associates.)

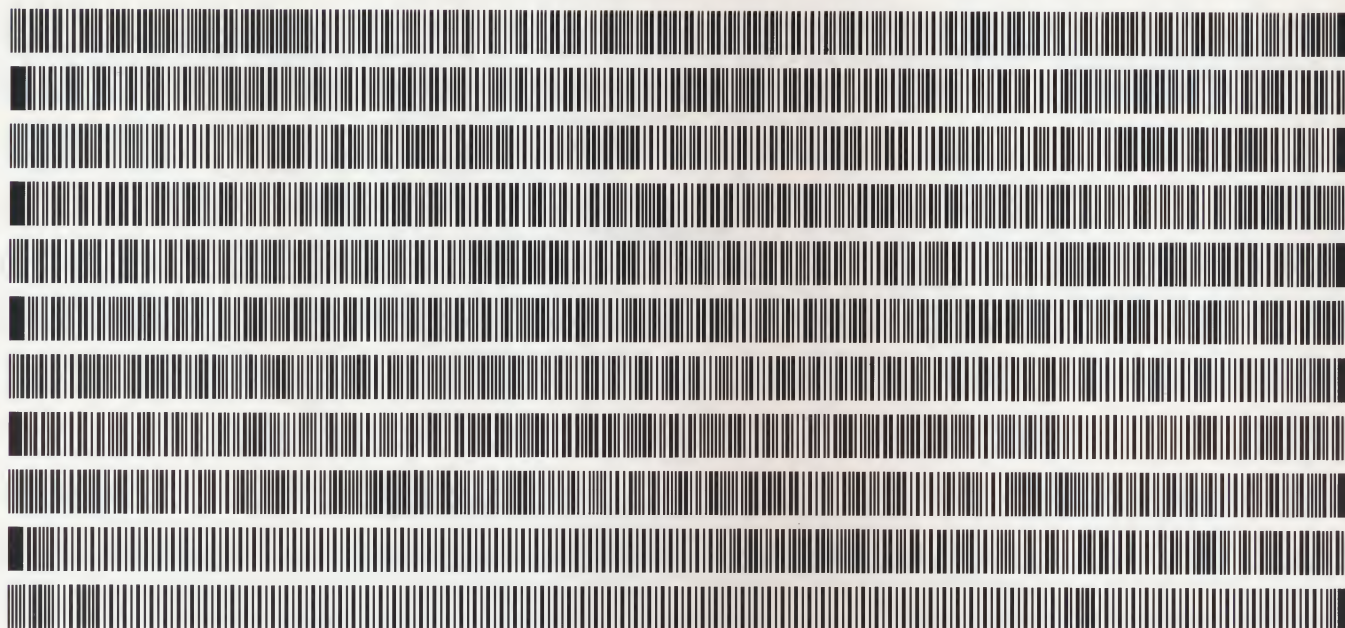


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VIC 20®,
64, PET BASIC 3.0 4.0

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S C I E N C E W A R E

FOR
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PROGRAM N^o.
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TRIANGLE SOLUTIONS

**OSCAR makes math friendly
for your practical applications.**



How much lumber or paint should you buy for a triangular deck or the gable of your house? How can you calculate the distance to a faraway object? OSCAR and Triangle Solutions quickly find the answers for you.



0

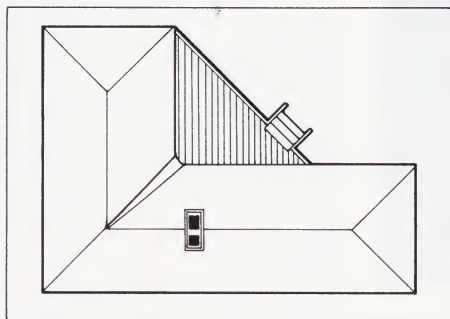
6

TRIANGLE SOLUTIONS

KNOW YOUR TRIANGLES

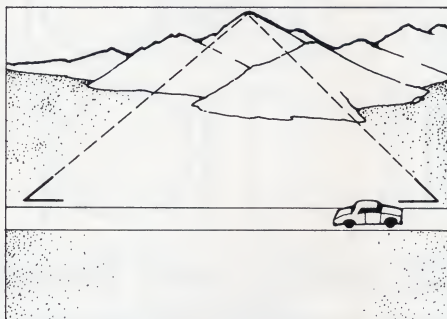
Triangles have been important to the understanding of science and mathematics for many centuries. Trigonometry is the study of the sides and angles formed by triangles. Most of our modern machines and buildings could not be built without the ability trigonometry gives us to "solve triangles."

But, as you may remember from your high school trigonometry class, figuring out how long the side of a triangle is from just two of the angles plus one of the other sides can be a painstaking, error-prone calculation. Not with *Scienceware's™* exercise in *Triangle Solutions™*. The program gives you instant answers to triangle problems that took earlier mathematicians hours to solve. But while 19th-century scholars may have taken joy in solving triangles, is the skill ever of any use to you? Read on.



Building a Deck

■ Let's say you want to build a triangular outdoor deck. You'll need to know the square footage so you can figure out how much lumber to buy and the angles of the sides to tell you how to cut the lumber. With *Triangle Solutions™*, all you do is measure the three sides on your plan, press option Number 1, and you'll have your answer in seconds.



Measuring Distance

■ While checking some potential real estate for your vacation home, you decide to determine how far it is to a distant mountain top from building lots. There is a quick way to find out with a protractor and your car. Find a road that runs straight along the mountains. Stop your car, and fix on a distinguishing outcropping on the top of the mountain. Draw a line in the dirt that points to it and another that parallels the road. Measure the angle of the two lines with the protractor. Then drive a few miles, carefully measuring the distance on your odometer. Stop your car at some point. Take another sighting of the same outcropping, draw two lines in the dirt again, and measure the angle in the same way. With this data, you can use *Triangle Solutions™* when you return home to closely estimate how far away the mountains are.

A few other examples of applications where you can use *Triangle Solutions™* include: 1) calculating the paint needed for a gable; 2) estimating the length of a guy wire on a TV antenna tower; 3) measuring the distance across a ravine or river you can't easily cross.

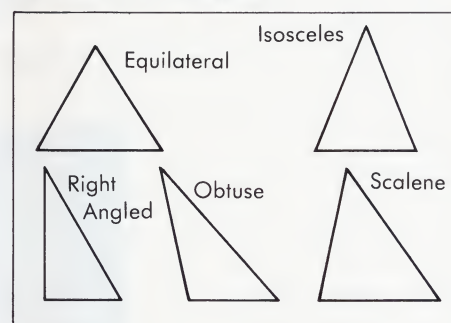
Remember that to solve triangles you need three pieces of information, as did the ancients:

- 1) Side-side-side;
- 2) Side-angle-side, or;
- 3) Angle-side-angle.

Be sure to enter all your figures in

the same unit of measurement: all feet, all yards and so on. Use decimals instead of mixing feet and inches — 12.5 feet, for example, instead of 12 feet, 6 inches, or 12½ feet. Do not use more than four digits in a number. Accuracy is to the second decimal.

Types of Triangles



Equilateral Triangle: All sides are equal.

Isosceles Triangle: Having two equal sides.

Right Triangle: Contains an angle of 90 degrees.

Obtuse Triangle: Contains an angle larger than 90 degrees.

Scalene Triangle: Having three unequal sides.

Program Instructions

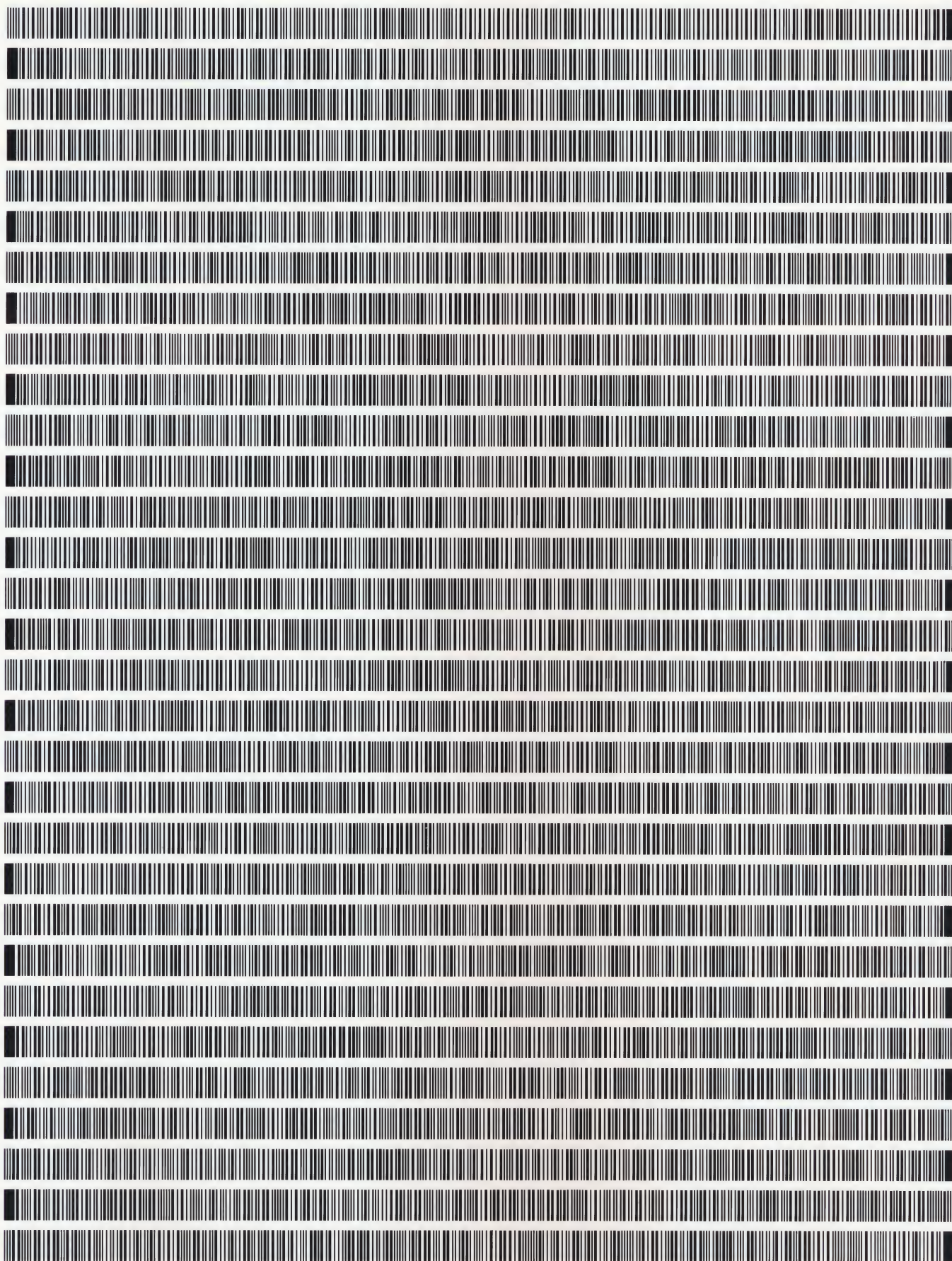
■ Load the program into your computer with OSCAR. Then type "RUN." (Refer to your User's Manual if you have difficulties.)

■ Pick the option that applies to the information you have available. You do not need to press RETURN or ENTER.

■ Enter your information as the computer asks for it. After you enter each figure, hit RETURN or ENTER.

■ When the computer fills in the missing sides or angles, press any key and the program will give you the area of the triangle.

■ Hit "Y" (yes) to figure another triangle.

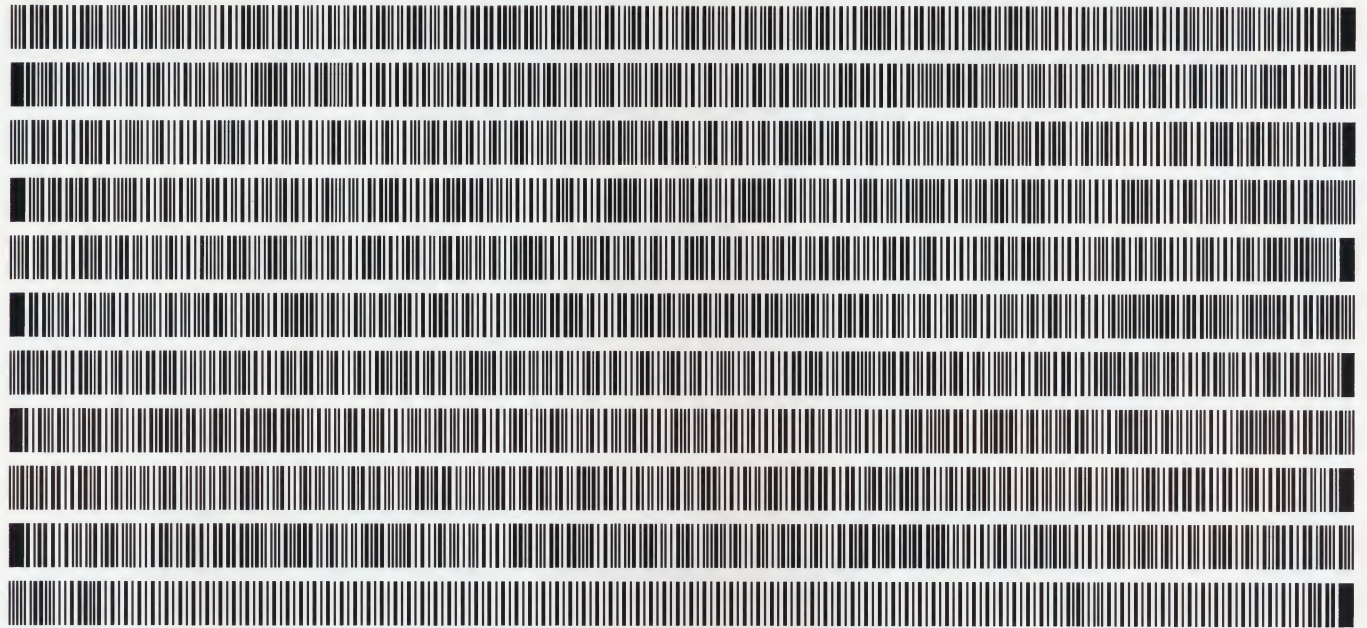


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W O R D W A R E

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09950001

WORD HABITS

**Are your reading and writing habits keeping up
with the demands of our high-information society?**



Word Habits is a fast and friendly quiz on how well you now read important reports and articles, and how well you write memos, assignments and letters. Use the answers to boost your reading and writing skills.



WORD HABITS

THE FIRST STEP

Words are wonderful — if you know how to use them.

Developed over centuries into the English language of today, words are the symbols we use to share our ideas with each other.

English is a grand language, broad and versatile enough for anyone's needs. Elegant and expressive, for the poet. Pragmatic and precise for the scientist or the accountant. Vivid enough to put you in a far-away land while sitting in your living room. Simple and sincere, for friends.

But as useful as English is, language is in danger; it's under attack daily. The major enemies of English are those who misuse words. Does that include you?

The *Wordhabits*™ Quiz program will start you on the path toward improving the way you communicate with others and toward upgrading your reading skills, as well.

How Do Bad Habits Start?

Most of us are reared with the language, barely conscious of words while we learn them. In school we were supposed to learn the good word habits. But bad word habits often shove aside the good. How? Copying others is the primary culprit. Once one lazy word user influences a younger word user, the trail of word abuse is set ablaze.

Because bad habits tend to drive out the good, according to reading expert Myron Q. Herrick, much of the language's usefulness is lost to many of us. Few read at more than one-tenth the speed they're capable of. Speech and writing often are garbled in every facet of life, school, work and play.

Word Habits and Reading

Good word habits are useful for everyone. If you understand the language, you'll enjoy reading more — whether it's for profit or pleasure.

You'll know that a poem is a poem because the words make images flow gracefully through your mind.

And from reading flows writing and the spoken word. If you can talk to people clearly, you can persuade them to do what you want them to do.

Advice to Get Started

Our *Wordhabits*™ quiz is designed to help you pinpoint some weaknesses in your current word habits. How do you cure those weaknesses? That's what we'll be helping you with in future *Wordware*™ programs. But to get you started, we polled some writing experts to give you tips to think about. Use these ideas and the *Wordhabits*™ quiz to start making some positive changes.

Stop Overusing Words

Carla Bender, corporate communications consultant, cautions writers to watch out for the "the-and-it" trap.

"Reread your writing after every draft, looking for the word 'it' and for sentences beginning with 'The,'" Ms. Bender says. "The word 'it' is so vague that often you can't tell what the word refers to. I tell writers they should be able to eliminate the word in almost every case and improve their writing in the process. Another trap is starting sentences with 'The.' Reread your writing and you may discover three or more sentences in a row beginning with 'The.'"

Practice Writing

An exercise in good writing is to try to copy the style of the short news features found in the front sections of many magazines. Ann Arnott, the originator of the "Mostly Money" column in *Redbook Magazine*, says the two- or three-paragraph news feature is one of the hardest types of writing because you must boil down the essence of a 700- to 1,200-word press release into less than 200 words.

Be Less Formal

John Neville, a professional business communicator, says business writing often suffers because the writer tries to be too formal.

"Too many writers use long convoluted sentences with lots of parenthetical expressions, trying to sound authoritative," Neville says. "I tell writers to use short sentences in almost a staccato fashion, keeping the language varied. And I see no harm in making business writing less formal by asking for reader involvement. 'Picture if you will . . .' is an excellent phrase to start a sentence."

What to Look Up to?

What kinds of writing do other writers admire? David Stevens, senior editor of a leading men's magazine, says, "Read the Paul Stuart menswear ads in *The New Yorker* magazine. The relaxed style of easy familiarity with men's fashions in the writing immediately improves your own feel for words."

Better Homes and Gardens magazine editors suggest new staff writers read the book, *The Letters of E.B. White*. And advertising agencies often suggest new copywriters read the L.L. Bean catalog. For the rules of writing, most magazines and many journalism schools suggest *The Elements of Style* by Strunk and White.

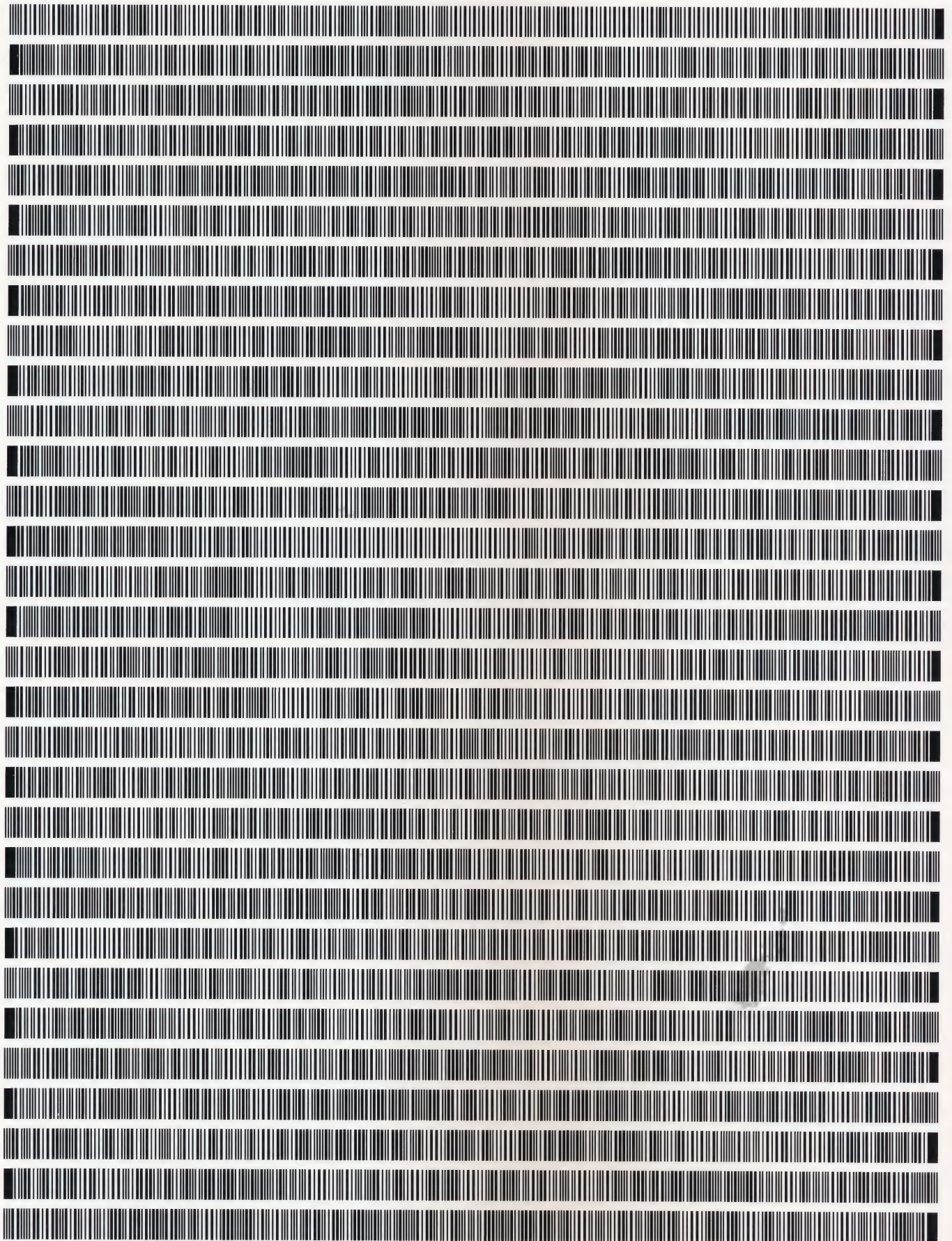
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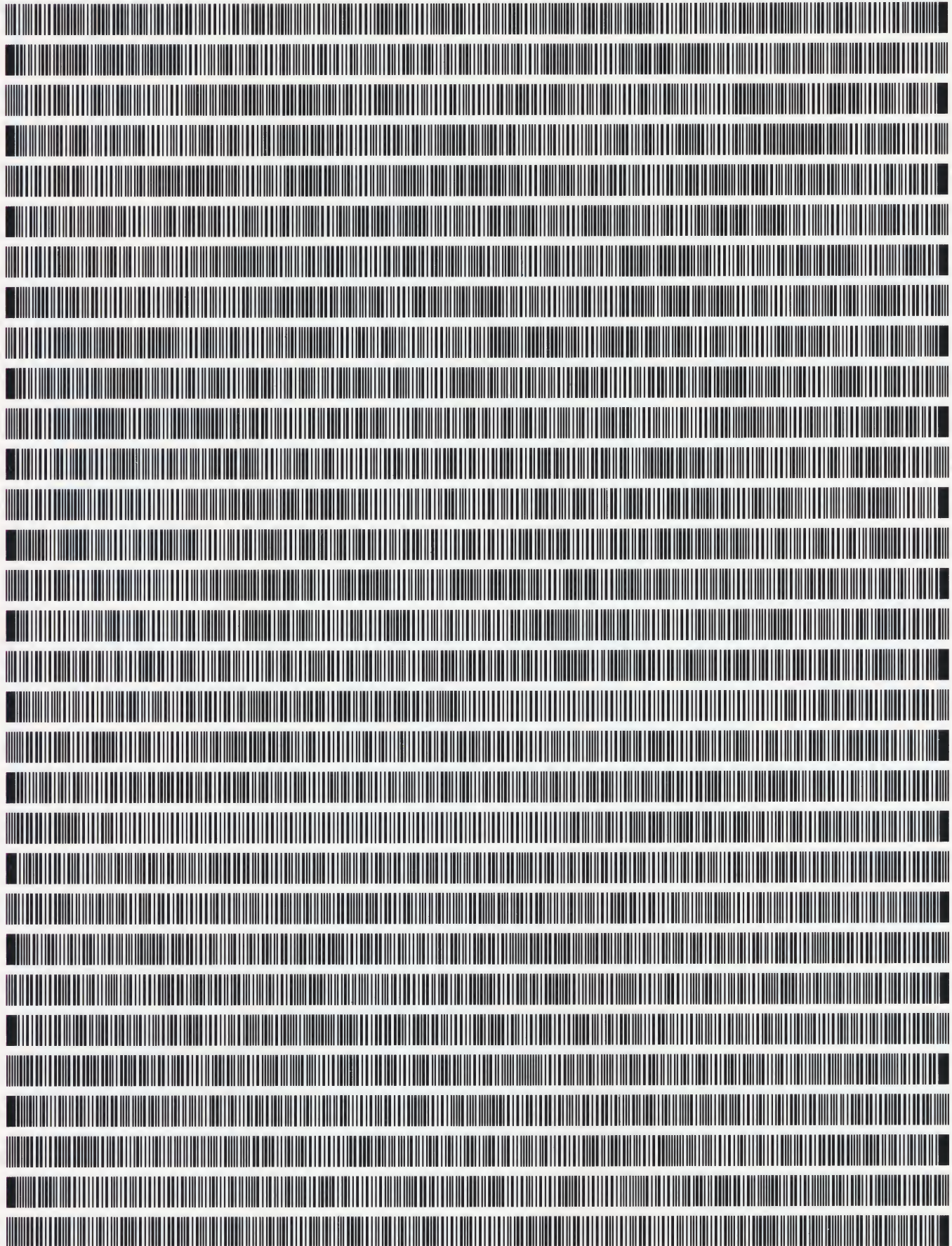
- Load the program into your computer with OSCAR. Then type "RUN." (Refer to your User's Manual if you have difficulties.)

- Read each question carefully and answer "Y" (yes) or "N" (no). Be honest.

- Try the quiz again after your evaluation. Change one answer and see if it improves your score. If it does, you've learned a good word habit.

- Hit "Y" if you want to try another round. Otherwise, type "N."

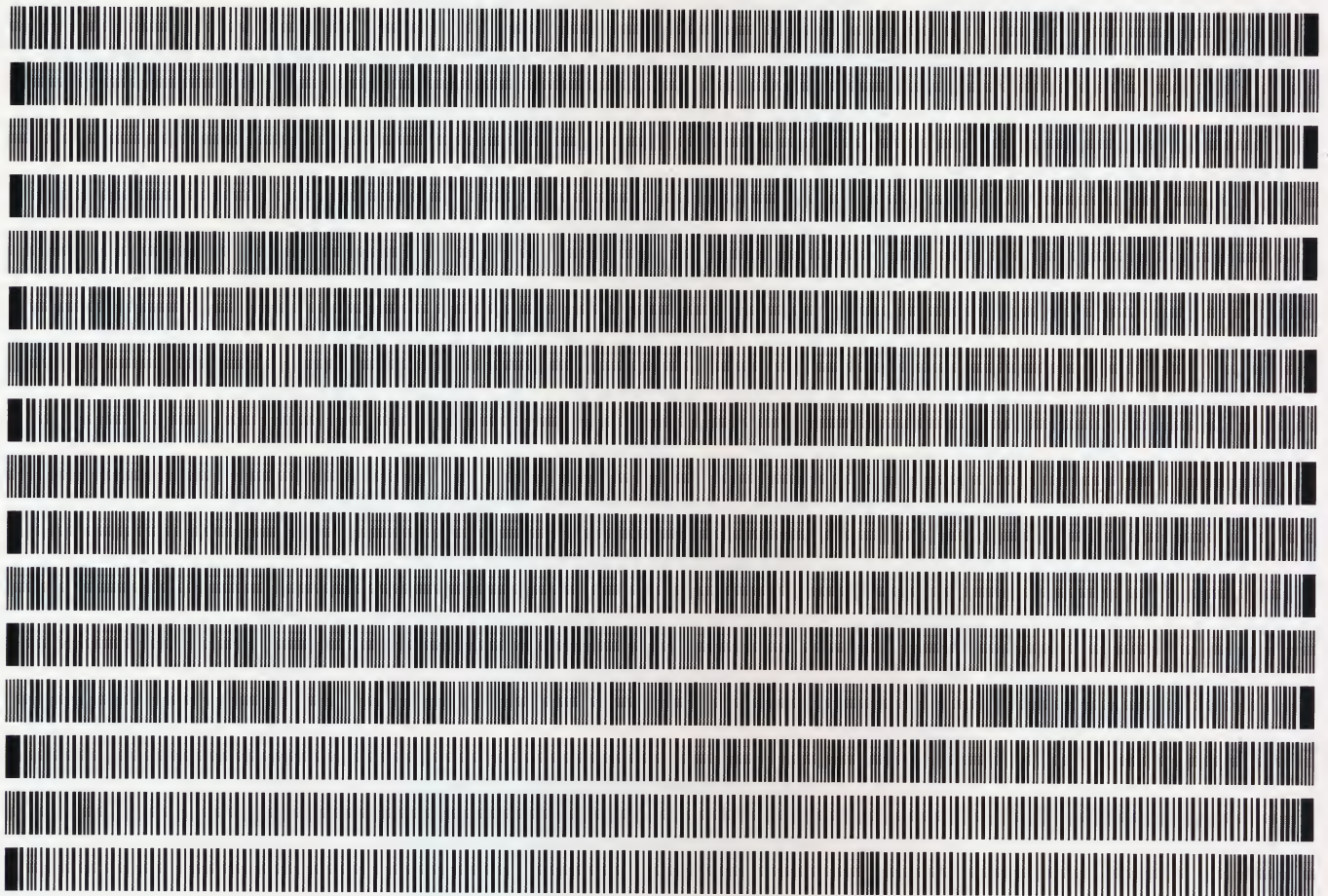




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G E N W A R E
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PROGRAM N^o.
09970009

PROGRAM IN BASIC

**Let OSCAR ease the chore of
learning to program.**



OSCAR is a super programming tutor. By hitting only a few keys, you run two simple BASIC programs — MILES PER GALLON and OSCAR'S DRILL (a multiplication game). Then see in detail how the programs were created.



PROGRAM IN BASIC

SEE HOW THEY RUN

On the following bar code pages are two exercises that reveal the types of programs you'll soon be able to write using OSCAR and the Genware series. The first program is a simple multiplication game. The second program calculates a car's gas mileage.

We've done all the writing of these programs to let you examine how they are constructed. All you have to do is scan the programs into your computer with OSCAR and run them. When you see how they run, then you'll switch the program to the lines of code that make up the program in order to see what a BASIC program looks like. Soon you'll be writing your own programs in the code you study here.

OSCAR's Drill™

The first program, *OSCAR's Drill™*, is a simple multiplication game, the type you would write if your child needs practice with multiplication. *OSCAR's Drill™* presents numbers between 0 and 10 for a player to multiply and asks the player to type in the correct answer. A player starts with 20 points. If an answer is correct, the player gets 5 additional points. If wrong, the player loses 2 points. One game has only four problems, but you can keep playing as long as you like.

After You've Played the Game

Now you'll want to examine the BASIC language lines that make up the program. See the Program Instructions for how to do this. You'll look at the program line by line in sections. Program lines start at 50 and go up in intervals of 10. Lines 50 to 250, therefore, refer to a program's first 15 lines. You use line numbers in BASIC programs to tell the computer the order in which to execute the statements.

Miles Per Gallon™

Your second program, *Miles Per*

Gallon™, is an example of how someone might use a computer for calculating a car's gas mileage for a trip to Phoenix. The program takes the mileage readings from the car's odometer each time the driver fills the tank with fuel, and then keeps a running tally of the fuel economy the car has attained from fill to fill.

Miles Per Gallon™ is a completed program that doesn't require your input. But study closely the BASIC language code that makes up the program. The program is a bit more complicated than *OSCAR's Drill™*, so it has more "REM" lines. Again, look at the program line-by-line to get clues on how programs are written. You'll want to refer to "The BASICs of Programming" article (page 44) to help you understand some of the other basic elements of these two programs.

What Types of Statements?

Here are the various types of statements you'll be examining in the program listings for *OSCAR's Drill™* and *Miles Per Gallon™*:

DATA: Used in a program, it lists information that will be assigned to the variables in the READ statement.

FOR-NEXT: Used to cause a *loop*, or repetitions, of part of a program. For example, after the command FOR I = 1 to 10, the program runs, executing all statements, until it hits a line that says NEXT I. Then it goes back to the line beginning FOR again for nine repetitions.

GOTO: Tells the program to jump to the line named.

IF-THEN: A programming statement in which an action is taken when a condition is true. For example, the statement, "IF A = B THEN 220" tells the computer to determine if A equals B, and if so, to go to line 220 in the program.

INPUT: Stops program and requests information from the person running the program; it then assigns

that information to a *variable*. For example, if you enter 8 in answer to INPUTS, the program assigns a value of 8 to the variable S.

LET: Tells the computer that whatever follows is true. For example, LET C = 1 means C is equal to 1.

PRINT: Instructions to the computer telling it to put a statement on the monitor.

READ: Assigns information to variables from DATA statement.

REM: A note to people reading a program listing.

Program Instructions

■ Load *OSCAR's Drill™* into your computer with OSCAR. Then type "RUN." (Refer to your User's Manual if you have difficulties.)

■ A multiplication problem will appear. Type your answer to the multiplication problem and press RETURN or ENTER. (Do not type a letter or press RETURN or ENTER without first pressing a number; the program will end and you will have to type "RUN" to play again.)

■ At the end of the game type "Y" (yes) if you want to play again or "N" (no) if you don't, and press RETURN or ENTER.

■ If you've pressed "N," type List 50-130 (50, 130 for Atari) and press RETURN or ENTER to see the first nine lines of the program. After studying these lines list the next section in the same way following this chart:

OSCAR'S DRILL

50-130	510-590
140-220	600-700
220-300	710-740
310-410	750-820
420-500	830-850

■ Follow the same instructions for *Miles Per Gallon™* using this chart:

M. P. G.

50-100	470-530
110-180	540-600
190-210	610-650
220-280	660-720
290-350	730-800
360-460	



